19.   A medium on which is stored a program for causing a computer to function as a processor and data system cited in any one of claims 16 through 18.

REMARKS

By this amendment, Applicants cancel claims 1-3, and 15 without prejudice or disclaimer of the subject matter thereof; and add new claims 16-19 to claim subject matter to which the Applicants are entitled.

Claims 16-19 are currently pending.

The Examiner rejected claims 1-3, and 15 under 35 U.S.C. § 102(b) as being anticipated by <u>Murata et al.</u> (U.S. Patent No. 5,563,992) (hereinbelow <u>Murata</u>). Applicants respectfully traverse this rejection for the following reasons.

Claim 16 defines a data processing apparatus having a processor for a game character. The game character including, for example, reference polygons; and component polygons, wherein no articulating components are included between the reference polygons and the component polygons. Moreover, the processor stores motion data that is capable of executing a motion for a movement of a game character model that includes articulating components. Furthermore, the processor computes the reference polygons based on a position information of the reference polygons in the motion data. In addition, the processor places the reference polygons in a three-dimensional space. Further, the processor directly places the component polygons for said reference polygons in the three dimensional space based on the position information without computing the articulating components.

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In contrast to the invention as claimed, Murata discloses a face image creation system using stored part patterns (or segments) of a face image including, for example, part patterns for the "hair style," "half contour of the face," "eye," "eyebrow," "half nose," and "half mouth." See Murata at col. 4, lines 30-35. Rather than computing polygons based on motion data, the system of Murata merely displays a face image by changing the "position, rotation angle, and etc., of those part patterns," previously stored. See col. 5, lines 35-42, FIG. 2, and FIGS. 13A-13D. Because Murata merely displays a face image consisting of stored part patterns, Murata fails to suggest or disclose at least one of the elements of the combination of claim 16 including, for example, "the processor ... computes the reference polygons based on a position information of said reference polygons in the motion data ... and directly places said component polygons for said reference polygons in the three dimensional space based on the position information without computing said articulating components." Claim 16 is thus not anticipated by Murata. Therefore, the rejection of claim 16 under 35 U.S.C. §102(b) should be withdrawn.
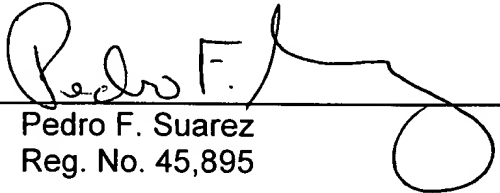
Claim 17 depends from claim 16. Claim 18 includes, *inter alia*, recitations similar to those of claim 16. Claim 19 depends multiply from any one of claims 16-18. For at least the reasons given above with respect to claim 16, claims 17-19 are not anticipated by Murata. Therefore, the rejection of claims 17-19 under 35 U.S.C.§102(b) should be withdrawn.

Applicants request reconsideration and reexamination of the above-captioned application and timely allowance of the pending claims.

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Please grant any extensions of time required to enter this response and charge any additional required fees to our deposit account 06-0916.

Respectfully submitted,

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Dated: August 23, 2001

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